

# BULLY

A game for 2 players

by Jamie O'Marr

Materials:

- 3 tokens each
- 1 index card each

One player is the Bully and the other is the Victim. The Bully is mean and angry. The Victim is confused and scared. Tell each other a little about each other, just enough to establish shared narrative context.

**BULLY:** On your secret card write three things that you hate about yourself or your life.

**VICTIM:** On your secret card write three things you love about yourself or your life.

Now have a verbal fight. The Bully starts it by saying something mean to the Victim. The Bully's goal is to demolish all the things the Victim loves about themselves. Every time the Bully attacks something on the Victim's card, the Bully gets one of the Victim's tokens. The Victim's goal is to make the Bully realize why they are being so mean. Every time the Victim asks a specific question or makes a correct assumption about something on the Bully's card, the Bully gives the Victim a token. Role-play this knowledge discovery in conversation.

Game ends when one player has given away all their tokens.

Nobody wins.

Talk. Hug. Re-establish kindness.